

COMMODORE 64/128

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# TITANIC Blinky

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Blinky



Think the sharpest Spook on the street is back in a Heller Skelter adventure to save the World from the evil designs of Arthur J. Hackensack, the mad Texan billionaire.

Using a Matter Transformation Weapon, Hackensack is holding the World to ransom, and only the super skills of secret agent Blinky can save the day.

Parachuting onto Hackensack's ship, the newly raised SS Titanic, is the easy part. Outwitting the horrible henchmen and marauding minions is going to be a whole lot harder!!!

Program:  
Brian Southton  
Graphics:  
David Taylor  
Music & FX:  
Andrew Rodger  
Made in UK

**ZEPELIN**  
GAMES

COMMODORE  
LOADING  
INSTRUCTIONS  
Press SHIFT and  
RUNSTOP  
together. Press  
PLAY on the tape.

Crash - 85%

"Will Blinky become as popular as Dizzy?..... I'd say a resounding YES. Puzzle fans as well as platform junkies will love Titanic Blinky-it's fun, fun, fun all the way."

Your Sinclair - 88%

"The game is very quick, responsive and smooth. It's cram-jam packed with details!"



## THE PLOT

Arthur J Hackensack, powermad oil billionaire, Texan landowner, Chairman of several major film studios, and proprietor of the Ritz Bingo Hall in Milton Keynes (open most weekday nights from seven thirty onwards), craves World domination.

To this end, he has kidnapped the World famous paranormal scientist Professor Frobisher Goonhilly, forcing him to work on a weapon of awesome destructive power. (During his years of psychic research, the professor had perfected a means of storing the negative energy produced in haunted buildings, hoping this would lead to a new non-polluting power supply).

Using the strange matter warping properties of negative psyche, Goonhilly's super weapon changes the Isle of White into a large Custard Slice as a demonstration to the World of Hackensack's evil intent.

At first it seemed as though nothing could stop Hackensack, with New York being turned into an enormous Bath Sponge (except curiously no-one noticed). Paris refused to capitulate until the Eiffel Tower was turned into a toast rack and two piece Condiment set. Neither was the Tower of London spared, as the Ravens were transformed into Ostriches which rather surprised the Beefeaters, but not half as much as it surprised the Ravens!!

With conventional forces being useless against psychic energy the World Governments looked to a new breed of hero, and so Blinky, spooky star agent of S.P.E.C.T.R.E. is immediately put on the case. Armed only with an ectoplasmic gun and a case full of disguises, the courageous spook is parachuted onto the deck of Hackensack's base ship, the newly raised SS Titanic...

S.P.E.C.T.R.E. is the Society for the Prevention of Ectoplasmic Crime, Telekinetic misuse and Reality Endangerment

## GAMESPLAY

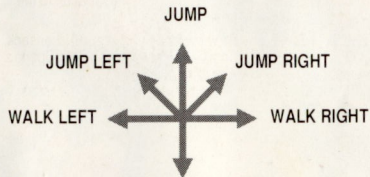
TITANIC BLINKY allows the player to control SPECTRE's top agent using a JOYSTICK connected to the relevant port on the Commodore 64/128.

Blinky moves quickly through the various decks on the Titanic, collecting objects that will help him to stop Hackensack in his tracks.

But beware! There are intricate traps and minions that will sap Blinky's energy if they manage to get their hands on him.

Welcome aboard.....

### JOYSTICK CONTROLS



COLLECT OBJECT

FIRE - ACTIVATES GUN

Quit - Press "F1"

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